

FIG. 1

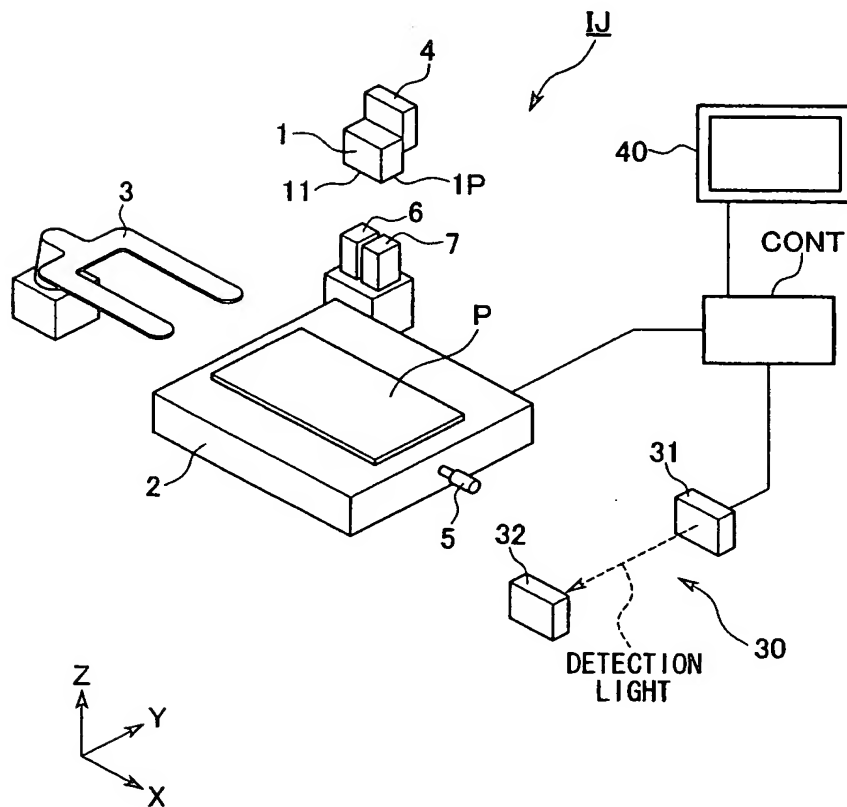
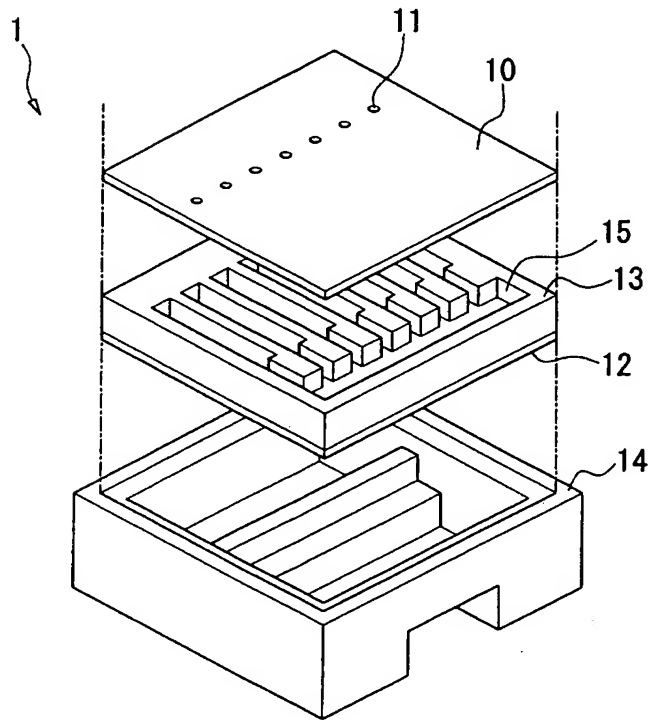


FIG. 2





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FIG. 4

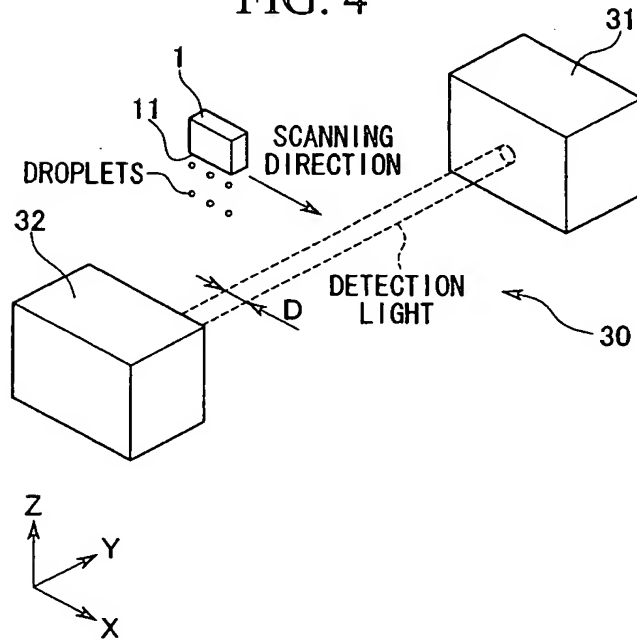


FIG. 5

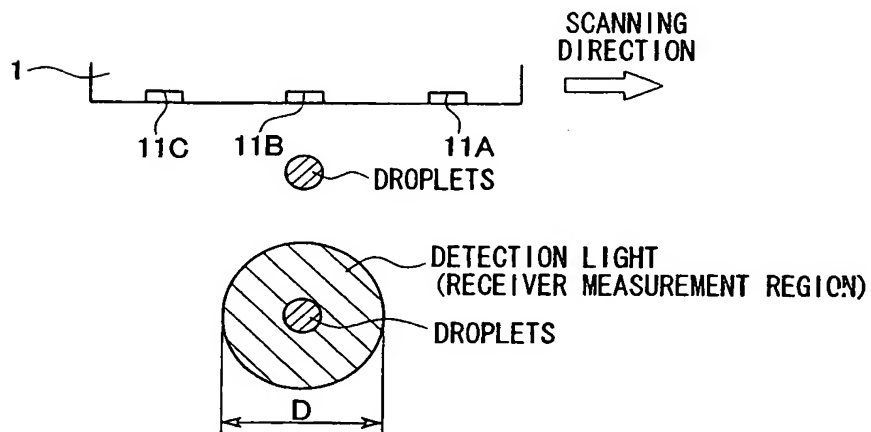
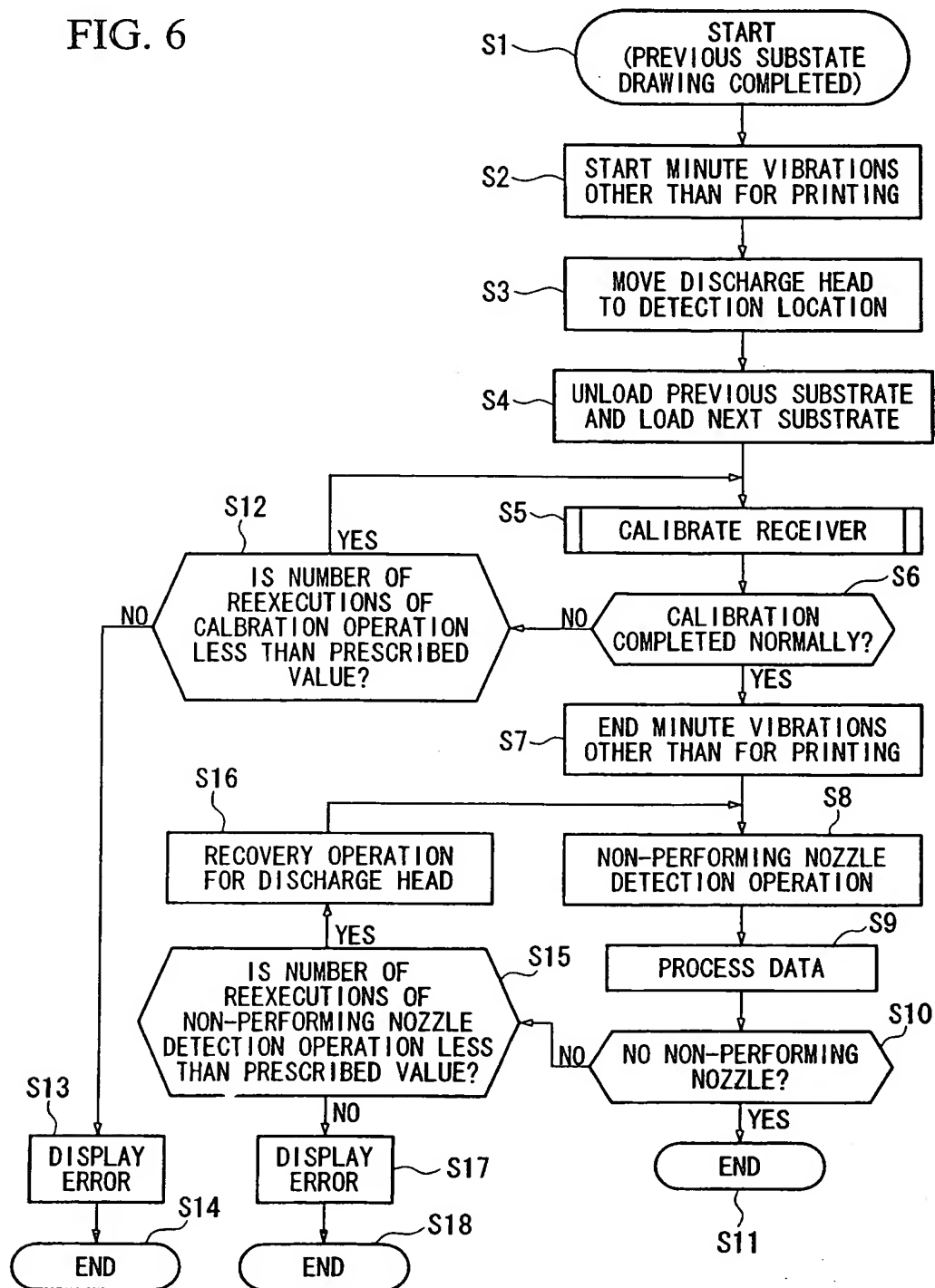


FIG. 6



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FIG. 7

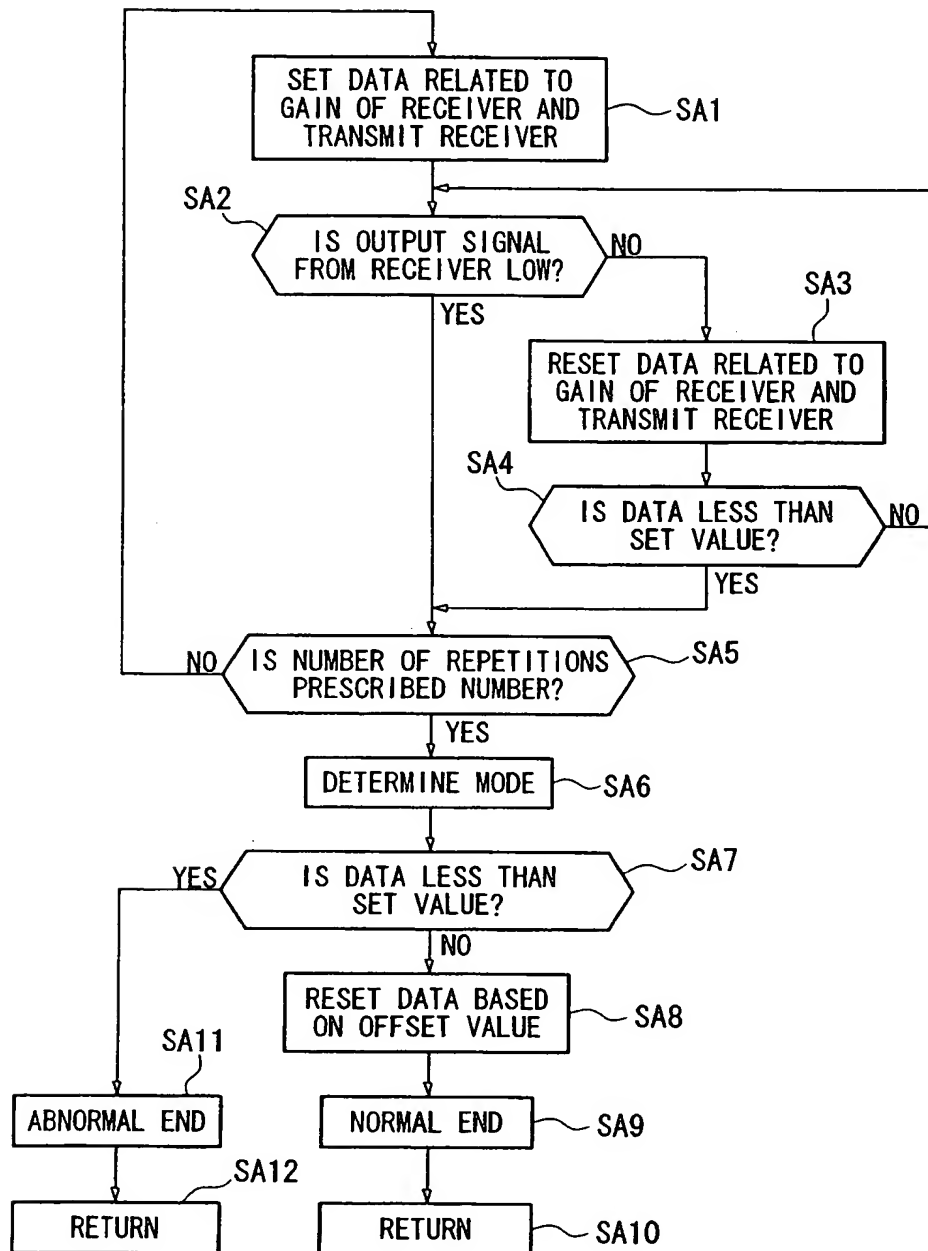


FIG. 8A

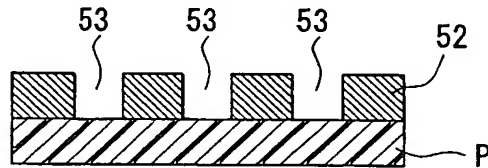


FIG. 8B

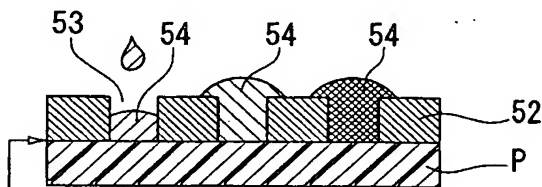


FIG. 8C

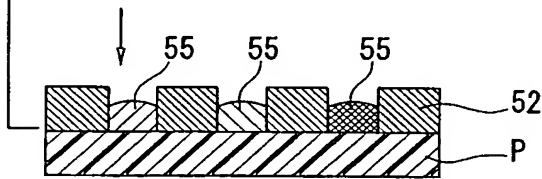


FIG. 8D

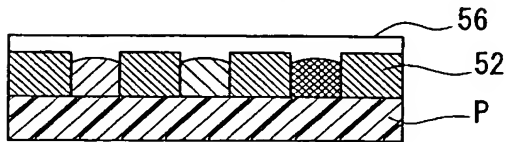


FIG. 8E

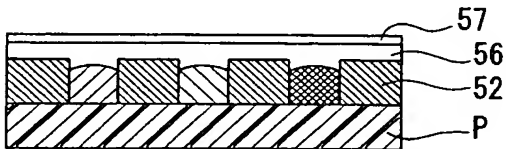


FIG. 8F

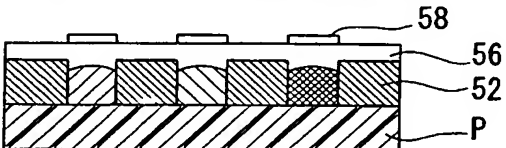


FIG. 9

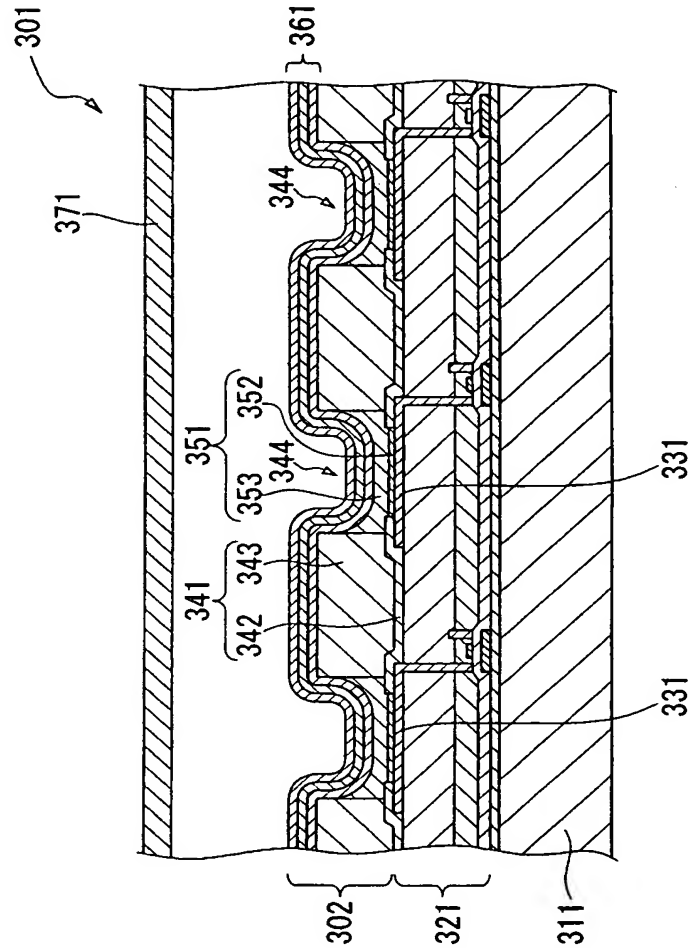
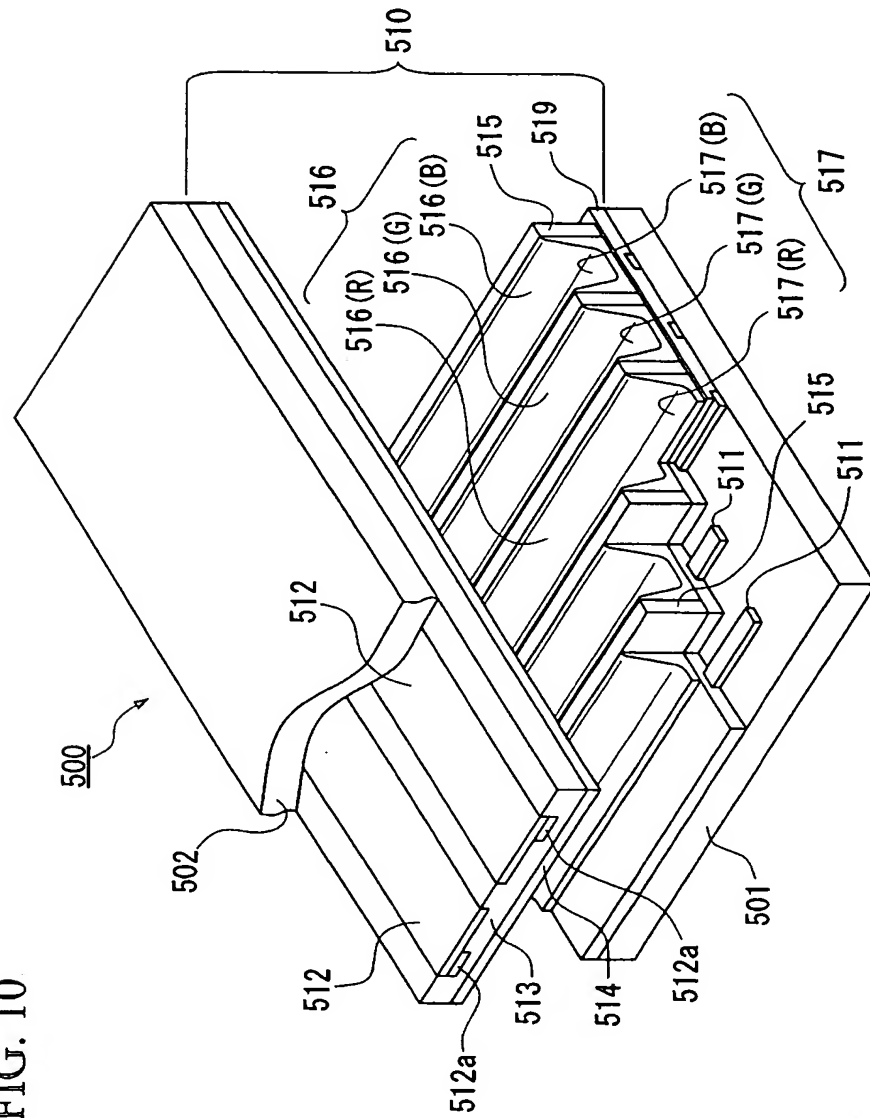




FIG. 10



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FIG. 11

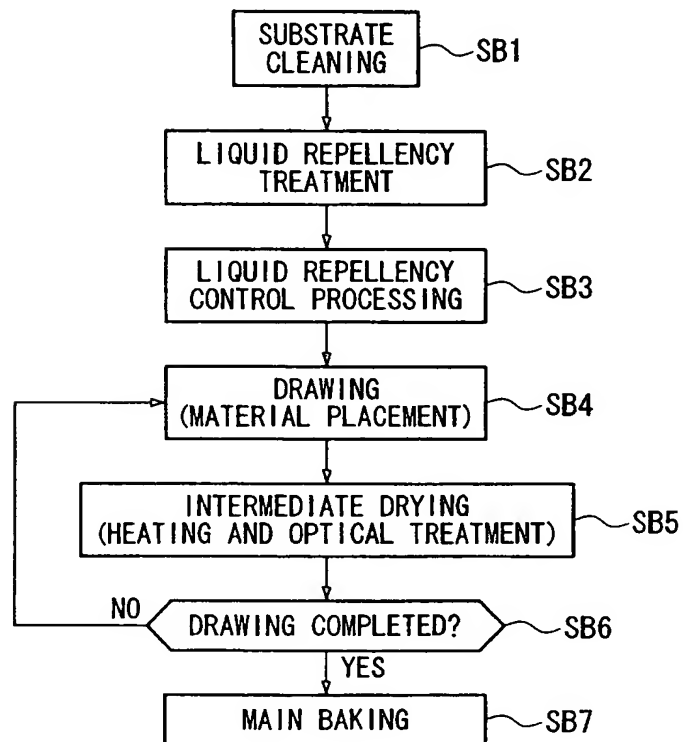


FIG. 1 is a schematic diagram of a display panel structure. It shows a grid of pixels (P) with a bitmap (BITMAP) overlay. The grid is divided into three vertical sections labeled R1, R2, and R3. Each section contains a column of five circular elements labeled 11A, 11B, and 11C. The grid is further divided into horizontal sections labeled L and S. A coordinate system (X, Y) is shown at the bottom right.

The diagram illustrates a pixel structure. It shows three columns of pixels, labeled 11A, 11B, and 11C. Each column contains a vertical stack of pixels, each labeled with a '1' and a '2'. The pixels are arranged in a grid. The first column (11A) is labeled 'R1', the second column (11B) is labeled 'R2', and the third column (11C) is labeled 'R3'. The entire structure is labeled 'PIXEL' and 'BITMAP'. The label 'P' is also present on the right side of the diagram.

FIG. 13A

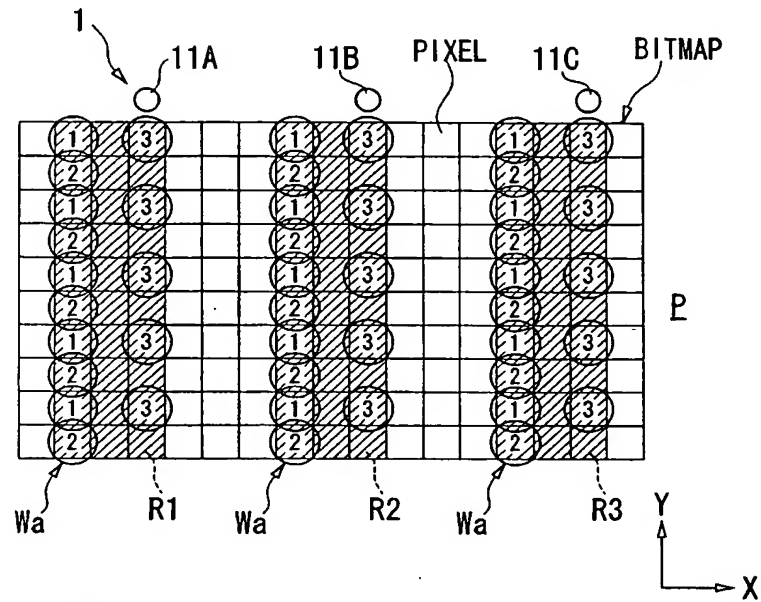
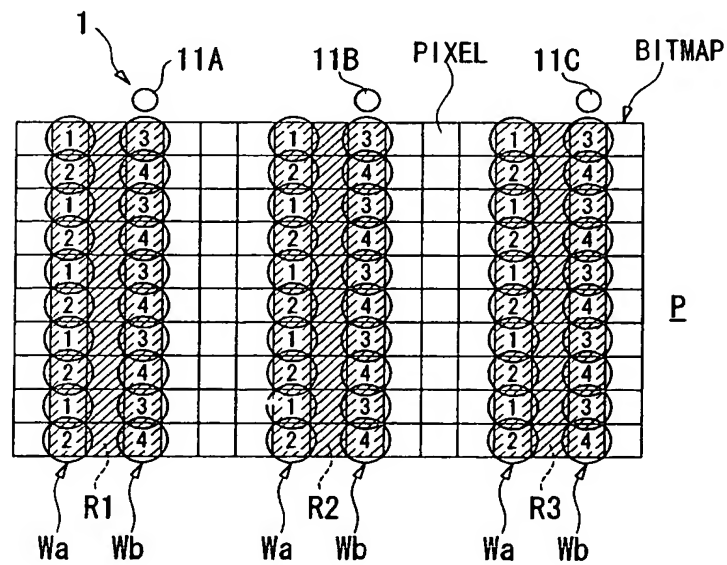


FIG. 13B



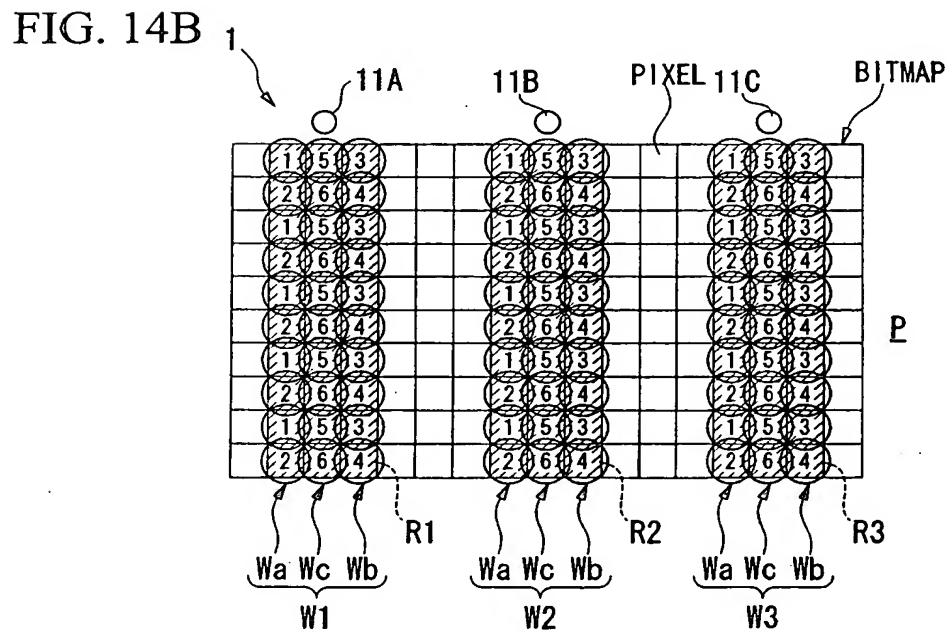
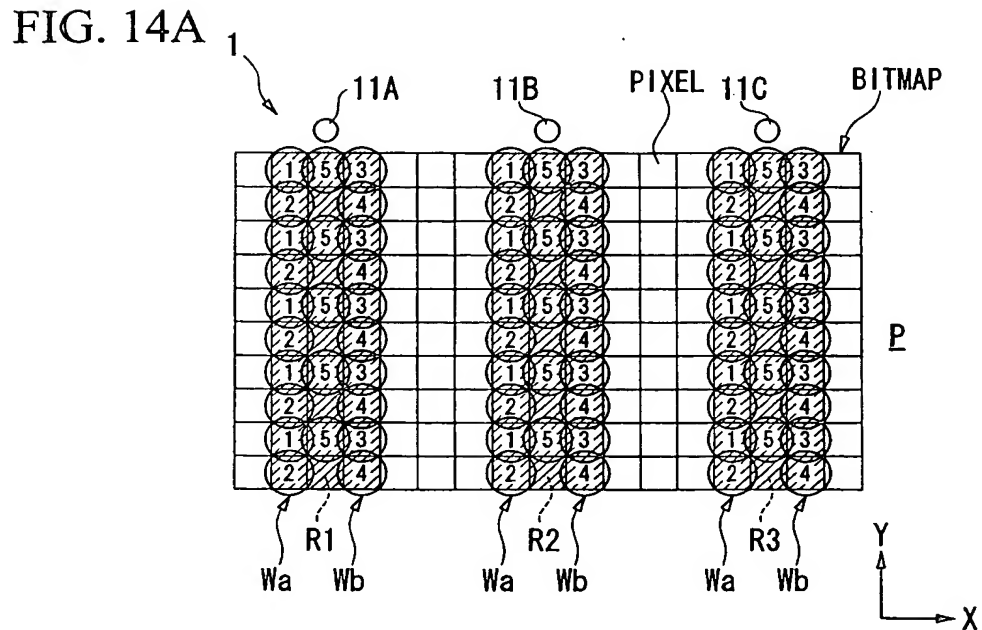


FIG. 15A

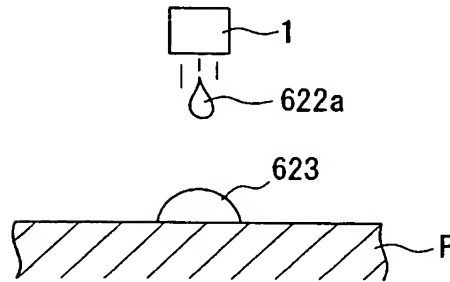


FIG. 15B

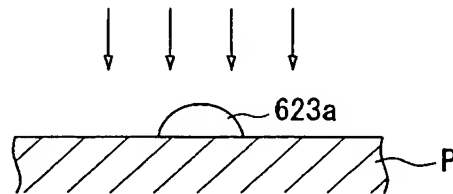


FIG. 15C

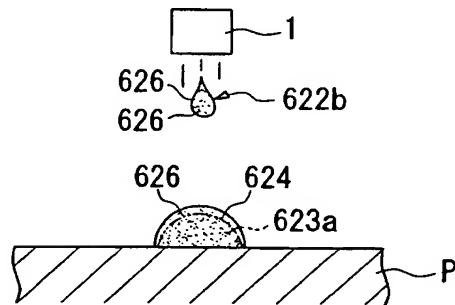


FIG. 15D

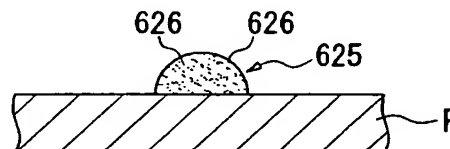


FIG. 16A

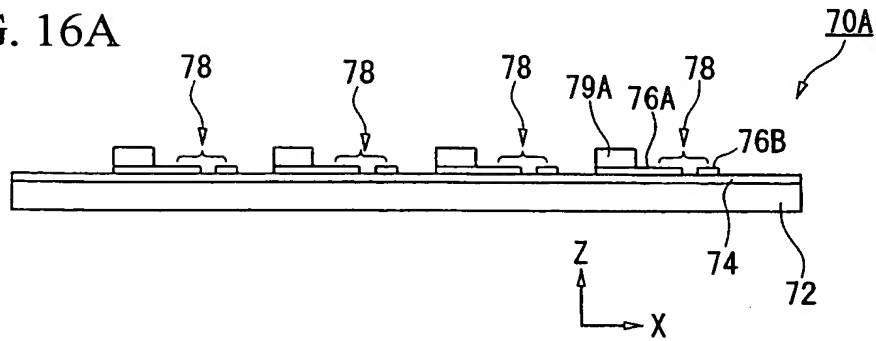


FIG. 16B

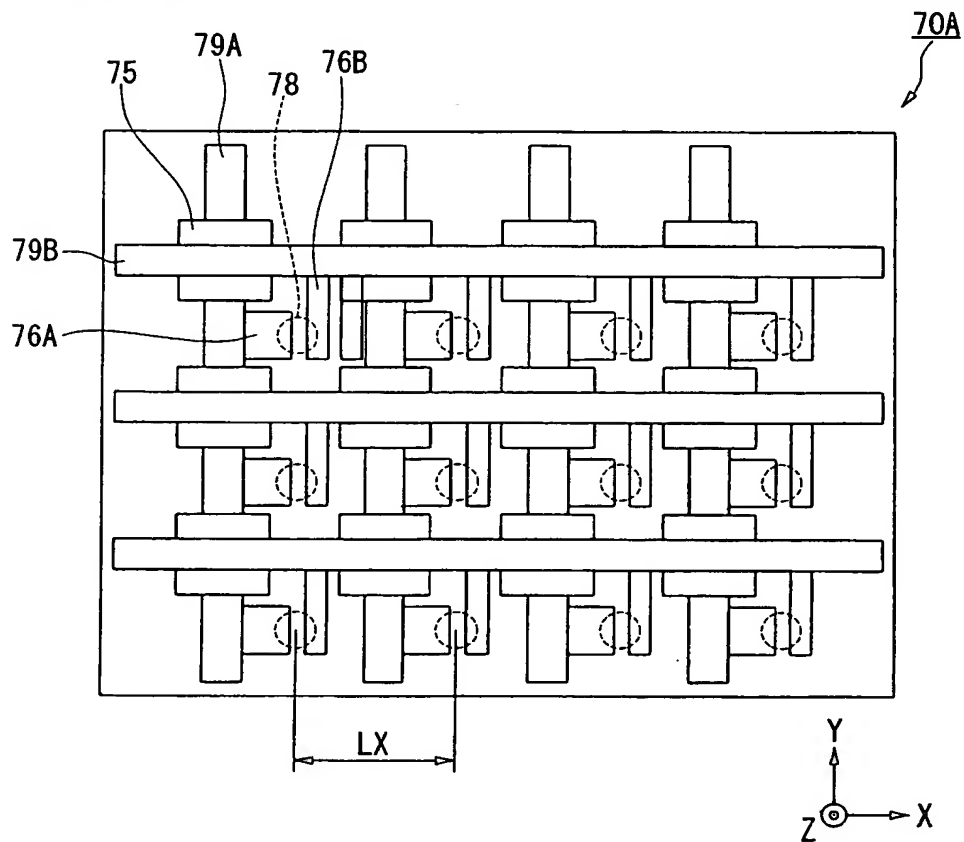


FIG. 17A

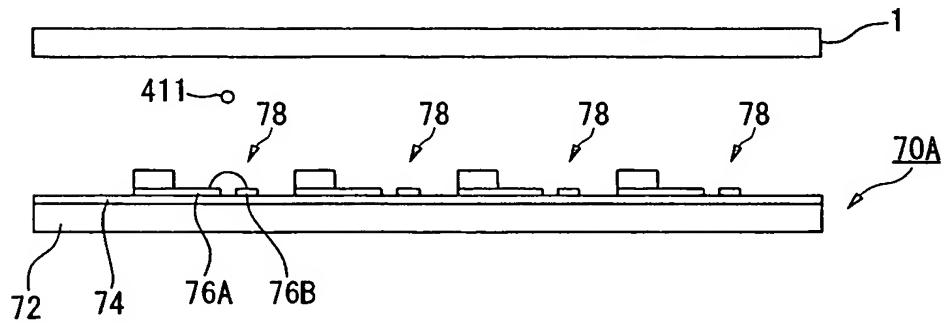


FIG. 17B

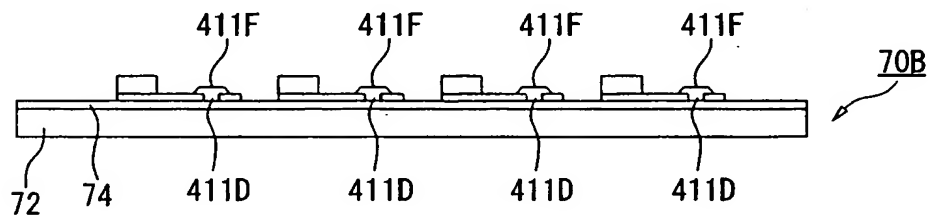


FIG. 17C

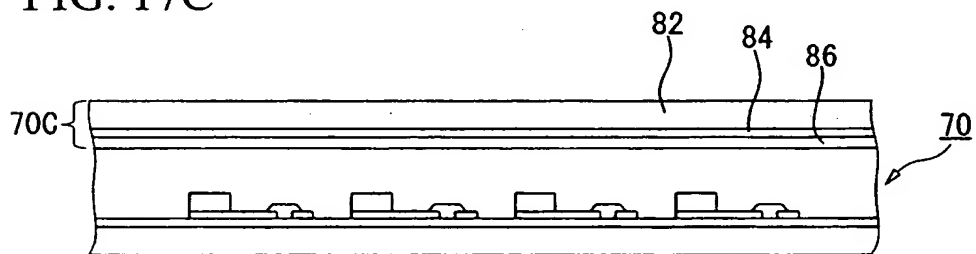




FIG. 18A

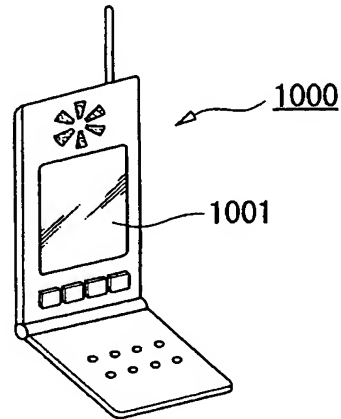


FIG. 18B

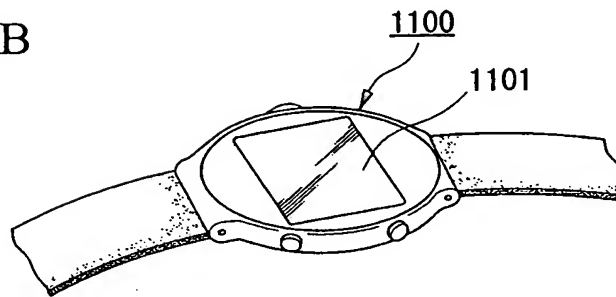


FIG. 18C

